Lesson Plan

Name of faculty: PRITOSH

Discipline: COMPUTER ENGINEERING

Semester: 4th

Subject: OBJECT ORIENTED PROGRAMMING USING JAVA Lesson Plan Duration: From 15.02.2024 to 14.06.2024

Work Load(Lecture/ Practical) per week (in hours): LECTURES-02, PRACTICALS - 04

Week	Theory		Practic al	
	Lecture day	Topic (including assignment / test)	Practical day	Topic
1st	1st	Fundamentals of object oriented programming		
	2nd	Procedure oriented programming Vs. object oriented programming (OOP)		
2 nd	3rd	Object oriented programming concepts		
	4th	Classes,object		
3rd	5th	Object Reference,Abstraction		
	6th	Encapsulation,Inheritanc e		
4°	7th	Polymorphism		
	8th	Introduction of Eclipse(IDE) for developing programs in Java		
5 ⁿ	9th	Review of constructs of C used in Java, Variables		
	10th	Type and type Declarations,Data Types		
6™	11th	Increment and Decrement operators,Relational and Logical operators		
	12th	If then else clause,Conditional Expressions		
7"	13th	Input using Scanner class and Output		
	14th	Loops,switch case		
8 ⁿ	15th	Arrays		
	16th	Methods in Java		

9"	17th	Creation and Accessing		
		class Members		
	18th	Private Vs Public Vs		
		Protected Vs Default		
10°	19th	Constructors		
	20th	Object and Object	1	
		Reference,Definition of		
		Inheritance		
11 ^{ss}	21th	Constructor		
		Chaining,Order of		
		Invocation		
	22nd	Types of		
		Inheritance,Single		
		Inheritance		
12 ^m	23rd	Multilevel		
		Inheritance,Hierarchical		
		Inheritance		
	24th	Hybrid Inheritance		
13"	25th	Method & Constructor		
		Overloading		
	26th	Method Overriding		
14 th	27th	up-Casting and down-		$\neg \neg$
		casting in Java		
	28th	Key Points of Abstract		
		class &		
		Interface,Difference		
		between abstract class		
		& interface		
15 ⁿ	29th	Implementation of		
		multiple inheritance		
		through		
		interface,Defintion of		
		Exception Handling		
	30th	Implementaion of keywords		
		like try,catch,finally,throw &		
		throws,Importance of		
		exception handling in		
		practical implementation of		
		live projects		